

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1-49 (Canceled)

50. (Currently Amended) A computer-implemented arm joint wrinkle simulation method which ~~displays~~generates an object with one or more arm joint wrinkles, said method comprising the steps of:

(a) retrieving an image of said object from a data storage area, and

(b) simulating said one or more arm joint wrinkles on said object;

wherein said object comprises an arm;

said arm comprises an upper arm, a lower arm, and an arm joint;

said upper arm and said lower arm are connected by said arm joint;

an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable;

when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st length is ~~displayed~~generated on or near said arm joint; and

when said arm joint angle value indicates a 2nd value, a wrinkle image of a 2nd length which is shorter than said 1st length is ~~displayed~~generated on or near said arm joint, wherein said 2nd value is larger than said 1st value.

51. (Currently Amended) A computer-implemented arm joint wrinkle simulation

method which ~~displays-generates~~ an object with one or more arm joint wrinkles,

said method comprising the steps of:

(a) retrieving an image of said object from a data storage area, and

(b) simulating said one or more arm joint wrinkles on said object;

wherein said object comprises an arm;

said arm comprises an upper arm, a lower arm, and an arm joint;

said upper arm and said lower arm are connected by said arm joint;

an arm joint angle value which indicates the angle created by said upper arm

and said lower arm at said arm joint is variable;

when said arm joint angle value indicates a 1st value, a 1st amount of said one

or more arm joint wrinkles is ~~displayed-generated~~ on or near said arm joint;

wherein said 1st amount is a whole number;

when said arm joint angle value indicates a 2nd value, a 2nd amount of said one

or more arm joint wrinkles is ~~displayed-generated~~ on or near said arm joint;

wherein said 2nd amount is a whole number; and

wherein said 2nd value is larger than said 1st value and said 2nd amount is

smaller than said 1st amount.

52. (Currently Amended) A computer-implemented arm joint wrinkle simulation

method which ~~displays-generates~~ an object with one or more arm joint wrinkles,

said method comprising the steps of:

(a) retrieving an image of said object from a data storage area, and

(b) simulating said one or more arm joint wrinkles on said object;

wherein said object comprises an arm;

said arm comprises an upper arm, a lower arm, and an arm joint;  
said upper arm and said lower arm are connected by said arm joint;  
an arm joint angle value which indicates the angle created by said upper arm  
and said lower arm at said arm joint is variable;  
when said arm joint angle value indicates a 1st value, a wrinkle image of a 1st  
length is ~~displayed-generated~~ on or near said arm joint and a 1st amount of said  
one or more arm joint wrinkles is ~~displayed-generated~~ on or near said arm joint;  
said 1st amount includes the number of said wrinkle image of said 1st length  
wherein said 1st amount is a whole number;  
when said arm joint angle value indicates a 2nd value, a wrinkle image of a 2nd  
length which is shorter than said 1st length is ~~displayed-generated~~ on or near  
said arm joint and a 2nd amount of said one or more arm joint wrinkles is  
~~displayed-generated~~ on or near said arm joint;  
said 2nd amount includes the number of said wrinkle image of said 2nd length  
wherein said 2nd amount is a whole number; and  
wherein said 2nd value is larger than said 1st value and said 2nd amount is  
smaller than said 1st amount.

53. (Currently Amended) The computer-implemented arm joint wrinkle  
simulation method of claim 50, wherein said one or more arm joint wrinkles are  
~~produced-generated~~ by a texture mapping method.

54. (Previously Presented) The computer-implemented arm joint wrinkle  
simulation method of claim 50, wherein said one or more arm joint wrinkles are

expressed by light colors to indicate the non-shadow surfaces thereof and dark colors to indicate the shadow surfaces thereof.

55. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

56. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein said one or more arm joint wrinkles are ~~not displayed-generated~~ when said arm joint angle value indicates a 3rd value, ~~wherein said 3rd value indicates approximately 180 degrees.~~

57. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 50, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.

58. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles are ~~produced-generated~~ by a texture mapping method.

59. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles are expressed by light colors to indicate the non-shadow surfaces thereof and dark colors to indicate the shadow surfaces thereof.

60. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

61. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein said one or more arm joint wrinkles are ~~not displayed~~ generated when said arm joint angle value indicates a 3rd value, ~~wherein said 3rd value indicates approximately 180 degrees.~~

62. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 51, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.

63. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles are ~~produced~~ generated by a texture mapping method.

64. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles are expressed by light colors to indicate the non-shadow surfaces thereof and dark colors to indicate the shadow surfaces thereof.

65. (Previously Presented) The computer-implemented arm joint wrinkle

simulation method of claim 52, wherein said one or more arm joint wrinkles indicate one or more wrinkles generated on a fabric.

66. (Currently Amended) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein said one or more arm joint wrinkles are not ~~displayed~~ generated when said arm joint angle value indicates a 3rd value, wherein said 3rd value indicates approximately 180 degrees.

67. (Previously Presented) The computer-implemented arm joint wrinkle simulation method of claim 52, wherein the height of said one or more arm joint wrinkles varies in accordance with said arm joint angle value.